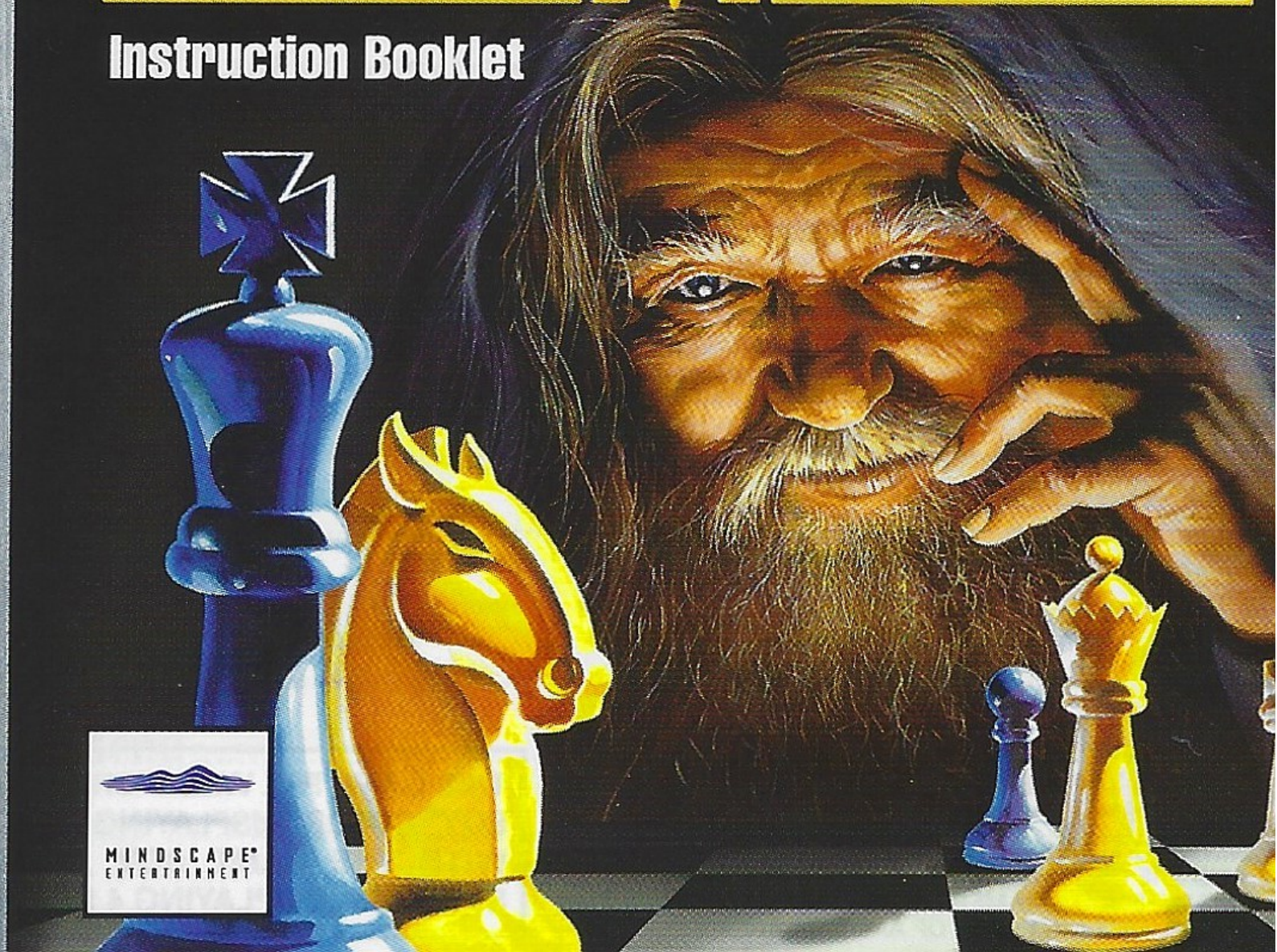
Nintendo

GAME BOY COLOR

DMG-AC9E-USA

CHESSMASTER®

Instruction Booklet



MINDSCAPE® ENTERTAINMENT

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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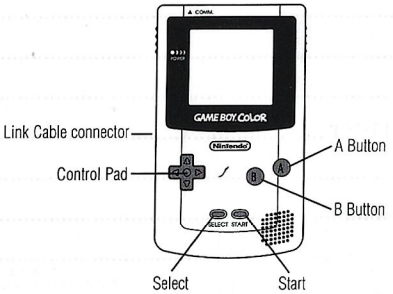
Welcome to the most respected chess program in the world! With Chessmaster® for the Color Game Boy® you can pit your skills against 16 levels of difficulty. And if you want to challenge a friend, you can share one system, or use two Color Game Boys with a Link Cable. A special teaching mode displays all legal moves, and if you need it, a press of a button will bring a hint from the Chessmaster. Best of all, this chessboard fits in your pocket!

GAME BOY Control Features:



USING THE CONTROLS

- Press the appropriate CONTROL PAD directional arrows to move the HAND or change lines on the ACTIONS MENU or SETTINGS MENU.
- Press SELECT to cycle through the displays of the CHESSBOARD, the ACTIONS MENU, and the SETTINGS MENU.
- Press START to switch back and forth between the CHESSBOARD and the DATA SCREEN.
- Press the A button to pick up and release chess pieces, or to select MENU items.
- Press the B button to take back a move to TAKE BACK/REPLAY moves. Press the A button to replay a move you took back. Press SELECT to continue playing.

STARTING THE GAME

1. Make sure your Game Boy POWER switch is OFF.
2. Insert the Chessmaster cartridge as described in your Nintendo Game Boy manual.
3. Turn the POWER switch ON. The Chessmaster title screen appears, followed by game credits.
4. Use the UP-ARROW or DOWN-ARROW keys to choose between playing a game on a SINGLE GAME BOY or on LINKED GAME BOYS and press the A button to begin the game. NOTE: The Link Cable cable must be attached before turning the power on in order to play a game on two connected Game Boys.

USING THE LINK CABLE

The Link Cable has two connectors on each end, split to form a "Y." To connect two Game Boys, use one connector from each end. Make sure the power is turned OFF before connecting the Game Boys or they could be damaged.

1. With the power turned OFF, use one connector from each end of the Link Cable to connect the two Game Boys.
2. Follow steps 2 through 4 on page 3. Whichever player wishes to play first should select LINKED GAME BOYS and press the A button. The game starts and the white pieces are controlled by the player who started the game.
3. The active player sees a HAND cursor, while the inactive player sees the LIGHT-BULB cursor. Certain options made using the SETTINGS MENU only change settings on the Game Boy where the settings are made.

RULES OF THE GAME

The object of chess is to "checkmate" your opponent's King, that is, to attack and corner him leaving no means of escape. This you must do without leaving your own King vulnerable to capture. Your pieces move as follows:

KING - Moves 1 square at a time in any direction.

QUEEN - Moves any number of squares in any direction, as long as its path is unobstructed.

ROOK - Moves any number of squares vertically or horizontally, as long as its path is unobstructed.

KNIGHT - Jumps over other pieces and moves in an "L" pattern, one forward or backward and two to the left or right, and vice versa.

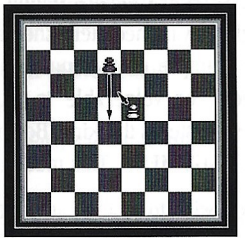
BISHOP - Moves any number of squares diagonally, as long as its path is unobstructed.

PAWN - Moves one or two squares on its first move. Subsequently, it moves forward (never backwards) one square at a time. The pawn is the only piece that does not capture in its path of movement. It moves forward, but captures diagonally.

ADDITIONAL MOVES

CASTLING: To perform a defensive strategy called CASTLING, move your King two squares towards the Rook. The Rook will then move automatically one place next to the King towards the center of the board. In order to CASTLE, neither the King nor the Rook may have moved previously, the King may not be in check, nor may the CASTLE move be made through check.

EN PASSANT (in passing): Pawn capture is made when your opponent has moved his pawn two squares from the start position to pass your adjacent pawn and avoid capture (See diagram). In this instance, you may capture the enemy pawn diagonally, as if it had moved one square instead of two. If you do not exercise this option before making another move, the enemy pawn will be safe from EN PASSANT capture.



Black pawn moves two squares, white pawn moves to capture en passant.

PROMOTING: If one of your pawns reaches the eighth row, you may promote it to a Queen by pressing SELECT. This is called PROMOTING. Alternatively, you may use the A or B button to cycle through all of the available pieces (Queen, Rook, Bishop, or Knight). When you see the piece you want, press SELECT again.

HOW TO PLAY CHESSMASTER

Chessmaster's default setting pits you against the computer. In this mode, you can begin play immediately. Chessmaster will tell you if you have attempted an illegal move. For example, you will not be allowed to make a non-defensive move if your King is "in check" or vulnerable to capture. The HAND will turn into a light bulb while Chessmaster is thinking. Beginners may wish to select the TEACHING MODE within the SETTINGS MENU. This mode displays all legal moves for pieces you pick up.

If you wish to change any of the default settings, press SELECT to view and manipulate the ACTIONS and SETTINGS MENUS. Use the control pad to move the arrow to the desired selection. Press the A button to initiate the action. You will automatically be returned to the chessboard. For menu options that offer multiple

choices, use the A button to make your selection, pressing the button until the selection you wish is displayed. Then use SELECT to resume play.

THE ACTIONS MENU

HUMAN PLAYERS: This selection of 0-2 players allows you to choose whether you will watch the computer play itself (0), play against the computer (1), or play a friend (2). You can play a friend by alternating turns (2), or you can link your Game Boys together and play either white or black using the Link Cable.

CHANGE SIDES: This selection lets you play Black instead of the default White side when playing the computer.

FORCE MOVE: This selection allows you to force Chessmaster to move immediately when it is thinking.

TAKE BACK/REPLAY: This feature lets you take back and replay some or all previous moves by pressing the B button. Press the A button to replay a move. Press SELECT to resume play. While in TAKE BACK/REPLAY mode, the HAND will change to a backward arrow symbol.

SET UP BOARD: This selection allows you to arrange the pieces on the board. The chessboard will be displayed with a set of pieces (the "grab bag") along the outer edges of the board. To remove a piece from the board, position the hand over the piece using the control pad, pick up the piece by pressing the A button, move it off the board using the control pad, and drop it by pressing the A button again. To add a piece to the board, pick up a piece from the grab bag and drop it over the desired square. There are restrictions on how the board can be set up, however. A pawn may not be placed on rows 1 or 8. Also, the number of Queens, Rooks, Knights, or Bishops that may be placed on the board depends on the number of missing pawns.

While in SET UP mode, press SELECT to access the SET UP menu. To return to SET UP mode from the SET UP menu, press SELECT again. The following SET UP menu options are available:

CLEAR THE BOARD: This selection clears the board of all pieces except the Kings.

INITIAL POSITION: This selection will place the pieces in position for a new game.

FIRST MOVE WHITE/BLACK: This selection is used to indicate whose turn it will be when you return to the game. Activate this selection to toggle between Black and White.

SETUP COMPLETE: Use this selection to return to the game.

ABANDON CHANGES: This selection returns you to the game and ignores your setup commands.

SOLVE FOR MATE: This selection asks Chessmaster to examine the current position and determine whether or not a forced mate exists in a given number of moves. You must be playing against Chessmaster to use this selection. Chessmaster will tell you whether or not a forced mate exists. If it finds a solution, the corresponding moves are appended to the MOVE LIST in the DATA SCREEN and you will be put into TAKE BACK/REPLAY mode. You may view the solution by pressing the A button as many times as necessary. To interrupt Chessmaster while it is solving for a forced mate, press SELECT.

MATE IN 1 MOVE: This setting is used with the SOLVE FOR MATE action. It indicates the number of moves that Chessmaster will use to solve for a forced mate. The setting can range from 1 to 5.

OFFER DRAW: This selection is especially useful when one side or the other is being beaten. The player may offer the computer a draw, which it will accept or reject.

LOAD GAME: This feature enables you to retrieve a game you previously saved by entering the corresponding password.

SAVE GAME: This feature provides you with a password to save your current board setup and resume play at a later time.

BEGIN NEW GAME: You may select this option at any time to start a new game.

THE SETTINGS MENU

Note: When playing another person across a Link Cable, certain settings on this menu only affect the Game Boy where the changes are made.

LEVEL: This selection determines the level of game difficulty. There are 16 levels: Newcomer 1, Newcomer 2, Levels 1-13, and Infinite. With levels 1-13, you will see two numbers that indicate how much time it will take for Chessmaster to make a certain number of moves. For example, Level 1 is 60 moves in 5 minutes, or 60/5. In Infinite mode, Chessmaster will think about its best move until you activate the FORCE MOVE option.

DEEP THINKING ON/OFF: When DEEP THINKING is ON, The Chessmaster thinks ahead while you are thinking about your move. When this option is OFF, The Chessmaster will only think about his move when it is his turn.

OPENING BOOK ON/OFF: When the OPENING BOOK is ON, Chessmaster will quickly consult his library of over 75,000 moves during the early part of the game.

TEACHING MODE ON/OFF: When TEACHING MODE is ON, Chessmaster shows you all legal moves by the selected piece. During linked games, changes to this setting only affect the Game Boy where the changes are made.

COORDINATES ON/OFF: This feature lets you display or hide board coordinates along the edges of the chessboard. During linked games, changes to this setting only affect the Game Boy where the changes are made.

CHESS CLOCK ON/OFF: This feature displays each player's time clock along the top of the screen. The white player's time is on the left, the black player's time is on the right. During linked games, changes to this setting only affect the Game Boy where the changes are made.

TOUCHING RULE ON/OFF: This selection gives you the option of adhering to the strict rule of chess that you must move a piece you have touched.

WHITE VISIBLE/BLACK VISIBLE: These options let you play blindfold chess with either Black or White pieces visible. During linked games, changes to this setting only affect the Game Boy where the changes are made.

WHITE ON BOTTOM: The chessboard may be rotated so the White pieces are on the bottom, top, left or right side. During linked games, changes to this setting only affect the Game Boy where the changes are made.

PIECE COLOR 1-5: Use the A button to select from up to five different chess piece colors, then press SELECT to enable your choice. During linked games, changes to this setting only affect the Game Boy where the changes are made.

BOARD COLOR 1-5: Use the A button to select from up to five game board colors, then press SELECT to enable your choice. During linked games, changes to this setting only affect the Game Boy where the changes are made.

PIECE TYPE 1-4: Use the A button to select one of four different chess sets, then press SELECT to enable your choice. During linked games, changes to this setting only affect the Game Boy where the changes are made.

THE DATA SCREEN

You can access the DATA SCREEN from the chessboard by pressing START.

MOVES: The left two columns display the last 7 moves for each player. Press the UP- or DOWN-arrow to scroll through all the moves.

On the right will be either the hint window or the thinking window. Alternate between these windows by pressing SELECT.

HINT WINDOW: Under the "HINT" heading, press the A button and Chessmaster will make suggestions for your next move. However, keep in mind that, with experience, you may be able to outmaneuver Chessmaster and come up with better moves of your own. Under the "BEST" heading is listed the best sequence of moves Chessmaster has thought of so far.

THINKING WINDOW: This will show you what Chessmaster is thinking during the game. As Chessmaster ponders positions, they will be displayed in this window. At the top will be displayed the number of plays Chessmaster has predicted so far.

POSITIONS: This displays the number of positions Chessmaster has looked at to determine his list of "BEST" moves.

CAPTURED PIECES WINDOW: This window displays all Black and White pieces captured during play.

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